

APPENDIX C

Architectural and Environmental Design Standards

Environmentally Sensitive Areas

Goal A. Environmentally sensitive areas should be protected.

Policy/Action 1. Development, such as roads, houses, and other structures, should generally seek to avoid the following areas considered to have significant environmental constraints:

- slopes over 30%
- wetlands
- 100 year floodplain
- alpine tundra
- wildlife habitat for threatened and endangered species

Policy/Action 2. Development of lands not identified above but which contain floodplain should be appropriately mitigated to minimize any adverse impact of development. Lands designated as having either a high or moderate impact potential on wildlife habitat along with any lands that may be similarly identified by the Division of Wildlife should also be designed to minimize any adverse impact of development on wildlife.

Meadows/Open Landscapes

Goal B. The open character of meadows and other open landscapes should be retained.

Policy/Action 1. Wherever possible, avoid locating buildings in meadows and open landscape areas.

Policy/Action 2. Where possible, meadows and open landscape areas within development areas should be preserved by integrating them into park and open space systems as follows:

- Provide highway setbacks that preserve the existing natural meadows and forest landscape condition.
- Open space uses such as golf courses and other outdoor recreation facilities are encouraged to provide open space and to locate within development areas provided they are designed to maintain the open character of the landscape.

Policy/Action 3. Development in meadows and open landscape areas that cannot be avoided should be located and designed according to the following guidelines:

- Where appropriate, buildings should be located along forest edges.
- When possible, buildings should be located behind landforms to provide maximum screening.
- Buildings should be located in areas that are least obtrusive and be as far from the highway as possible.
- When structures are located near roads, bulk plane regulations should be developed to keep taller structures away from the road.
- Buildings that must be located in open areas should be clustered, designed and intensely landscaped to blend into their surroundings to the maximum extent possible.
- Significant open areas should be retained between clusters of buildings to provide visual separation of structures.
- Building materials and colors should blend in with the landscape.

- The height of buildings should be limited to the approximate level of tree height so they blend into the landscape to the maximum extent possible.
- Where possible, roads, utilities and other site improvements should follow vegetation and landform edges to blend into the existing landscape.

Forested Areas

Goal C. The visual dominance of forested areas should be retained.

- Policy/Action 1. Buildings located within forested areas should be located and designed according to the following guidelines:
- Buildings should be set deep enough into forest edges so that the forest cover remains visually dominant.
 - Buildings along forest edges should utilize natural materials and colors so that they blend visually with the forest.
 - With the exception of architectural features in resort centers, building heights should not extend above tree line.
 - Removal of trees on steep slopes and ridgelines should be discouraged.
- Policy/Action 2. In partially forested areas, buildings should be located behind the front edge of trees to maximize the visual quality of the forest and gain the maximum effect of screening.

Basinwide Design Guidelines

Goal D. Establish a quality and character of architecture, site development and landscape architecture that is appropriate to the Basin.

- Policy/Action 1. Architecture in the Snake River Basin should promote a sense of place and community and reflect the history and indigenous materials of the region.
- Policy/Action 2. Encourage architectural design standards which promote a sense of place and community without mandating a monotonous style or inhibiting innovative design.
- Policy/Action 3. There are many themes and ideas that may be appropriate within certain parts of the Basin. The following few are included to illustrate appropriate images and characteristics that may be considered in reviewing project design:
- Use of native materials, including wood, stone, logs, heavy timber, shingles.
 - The Basin's history of ranching and mining that provides a tradition of simple straight-forward architecture.
 - Clusters of simple, traditional buildings provide an interesting variety of wall and roof planes.
 - Roof overhangs or gables can add interest and shadow pattern to architecture.
- Policy/Action 4. Building mass and architectural style should compliment and provide a connection to, rather than compete with or ignore, the natural setting.
- Policy/Action 5. Locate and design buildings to fit the land. Avoid excessive cuts and fills by stepping buildings down sloping sites and use retaining walls to minimize cut and fill slopes.
- Policy/Action 6. Wherever possible, buildings should be located and oriented to provide maximum sunlight and minimize exposure to harsh climatic conditions such as cold winter winds and snow drifting.

Policy/Action 7. Create open space corridors before reaching the entrance or gateway into development areas.

Policy/Action 8. Gateway and sense of arrival can often be created with buildings and structures, including signed monuments or historic reproductions.

Policy/Action 9. The following architectural design guidelines should be applied and refined within development areas:

Building Mass and Design:

- Break up the mass of buildings by utilizing variation in rooflines and building facades.
- Discourage flat roofs, large building masses and long linear building frontages.
- Emphasize natural building materials and color schemes.

Parking

- Avoid locating open parking immediately adjacent to buildings that act to isolate buildings and provide barriers to pedestrian circulation.
- Avoid large, unbroken, expansive parking areas.
- Utilize landscaping and natural buffers to break up parking areas and provide screening and separation of parking from buildings and roads.
- Reduce parking areas by providing coordinated parking with adjoining buildings wherever possible.
- Encourage joint use of parking for mixed-use areas.

Landscaping Materials

- Encourage use of landscape materials that complement both the built and natural environment.
- Use indigenous plant materials and other plant materials that do well in this mountain climate.
- Encourage use of drip irrigation for tree and shrub planting to maximize plant growth and quality while minimizing water consumption.

Open Space/Natural Setting

- Retain views of distant mountain peaks from public open spaces and plazas.
- Connect building fronts with pedestrian areas and outdoor open spaces.
- Connect public plazas and pedestrian areas with significant natural features such as the Snake River and associated wetland/riparian areas.
- Provide a critical mass of open space in close proximity to buildings.
- In order to maintain views and preserve a feeling of openness, taller structures should be set farther back from roadways and open space areas.

Signage/Lighting

- Create a coordinated signage and information system that provides maximum information with a minimum number of signs.
- In resort areas, design signage, graphics and lighting in a consistent style compatible with a mountain resort community.
- Encourage lighting of roads, parking, plazas and pedestrian areas within resort areas in a manner, which is consistent with the resort and provides for safety and security without resulting in excessive glare or visual impact.

Specific Design Guidelines – Community Resort Center

- Goal E. The community resort center should be attractive, exhibit a mountain character, and be a vital and exciting focus of the resort.**
- Policy/Action 1. The orientation of land uses and pedestrian systems should provide a sense of place and community.
- Policy/Action 2. A community resort center needs to achieve a critical mass of building to become an attraction for tourist activities and services.
- Policy/Action 3. All elements of the transportation system, roads, transit, and pedestrian systems should be designed to focus on the community resort center as the primary destination within the resort.
- The following design guidelines should be applied and refined in a community resort center:
- A concentrated development pattern.
 - An identifiable core or focal point.
 - A pedestrian friendly environment, which provides for good flow and interesting areas for lingering, gathering and window-shopping.
 - A significant amount of outdoor public spaces, including spaces for outdoor gathering, dining, and nature and people viewing.
 - Physical and visual access to green or natural areas for recreation and maintaining a close connection to nature.
 - Linked to major transportation corridors/systems.

 - Human scale architecture and generally limited to four stories although higher buildings may be considered when used as a focal point.
 - Encourage use of architectural features and accent colors to provide variation, interest and focal points within the center.
 - Provide furnishings and urban design elements to create a sense of place.

Specific Design Guidelines – Resort Neighborhoods and Associated Centers

- Goal F. Resort neighborhoods should be developed around a variety of viable, vital, and attractive neighborhood centers each with its own focus, but should not compete with the community resort center.**
- Policy/Action 1. The following design guidelines should be applied and refined in resort neighborhoods and associated centers:
- Clustered in a concentrated development pattern around an identifiable neighborhood center.
 - Architecture should be on a human scale and should generally limited to four stories.
 - An internal resort transportation center should connect the community resort center to other resort neighborhoods.
 - Physical and visual access to green or natural areas for recreation should be maintained to provide a close connection to nature.
 - The use of architectural features and accent colors should be encouraged to provide variation, interest and focal points within a center.
- Policy/Action 2. Conduct and implement specific design plans to improve the appearance and function of Base II.

Policy/Action 3. Initiate planting programs to soften the visual impact of existing development that is not consistent with the character of the Basin including Base II.

Specific Design Guidelines – Residential Neighborhoods and Associated Centers

Goal G. Residential neighborhoods should provide attractive living environments for families and individuals.

Policy/Action 1. The following design guidelines should be applied and refined in residential neighborhoods and associated centers:

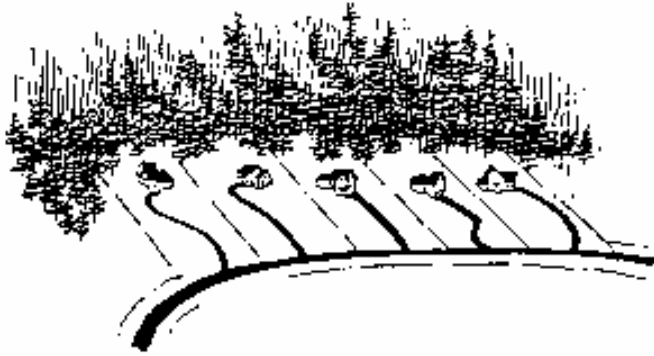
- The perimeter of residential neighborhoods, especially where adjoining open space and rural development, should be easily identified or, the transition between residential neighborhoods and adjoining open space and rural development should clearly identify the boundary between developed (urban) and non-developed (rural).
- Building height should generally be limited to two stories.
- Connection to major transportation corridors/systems should be provided.

Policy/Action 2. Specific design plans to improve the appearance and function of Dillon Valley and Summit Cove should be conducted and implemented.

Policy/Action 3. Planting programs should be initiated to soften the visual impact of existing development that is not consistent with the desired character of the Basin as expressed in this plan. In particular Dillon Valley and Summit Cove neighborhoods would be enhanced with additional landscaping.

It should be noted the following figures do not accurately represent or portray Summit County Building Code requirements pertaining to fire hazard mitigation and defensible space. Minimum design and construction standards exist for the protection of life and property from fire, within urban wildland interfaces. For example, most trees and shrubs located within ten feet of a structure are to be removed.

Figure – Open Meadow



Avoid development in open meadows.



Place development in forest edges to protect the visual character of open meadows.



Buildings that must be placed in meadows should be in ranch type clusters and located along meadow edges to maintain the visual quality of the meadow.

Figure – Buildings In Forest Edges



Blend buildings into existing forest.

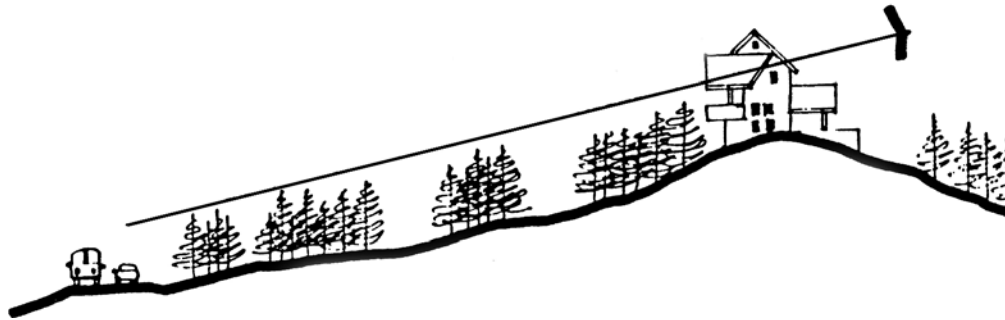


Height of buildings should generally correspond to the height and form of existing trees.

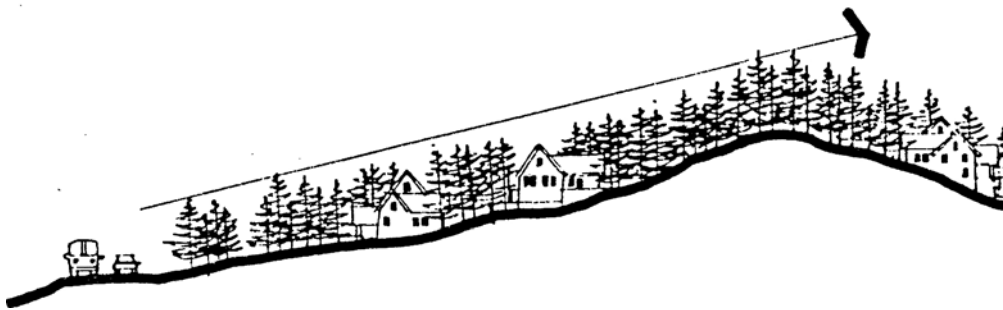


Building mass should reflect the form of existing topography and vegetation.

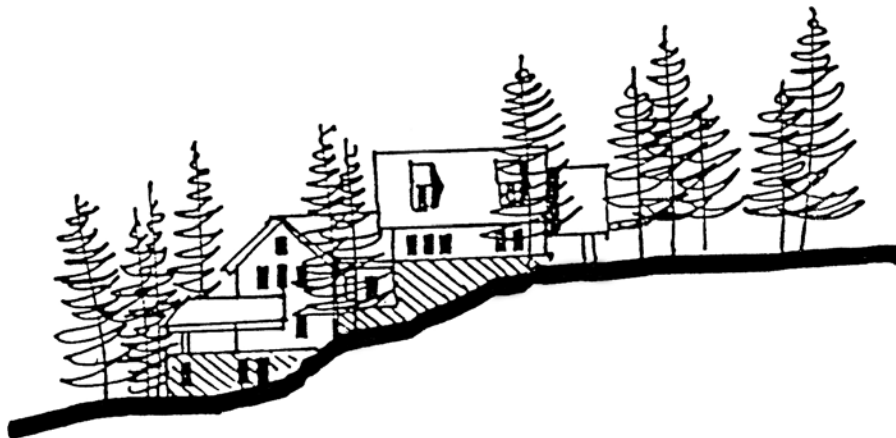
Figure – Ridge and Hillside Development



Buildings should not break the view of ridgelines.



Place buildings below or behind ridge lines.



Step buildings down hillsides to avoid excessive cut and fill slopes that are foreign to the natural landform.

Figure – Architectural Form and Materials



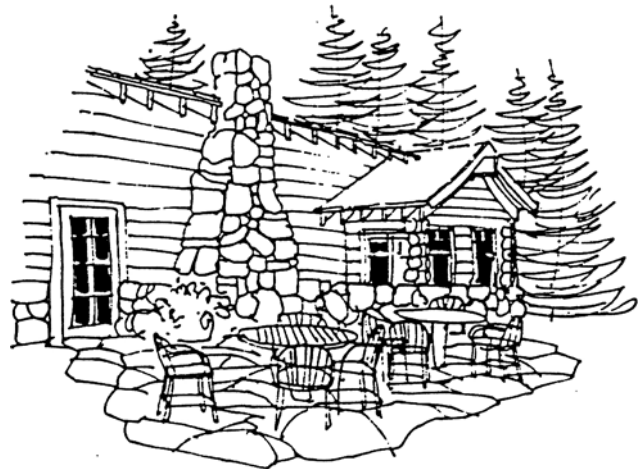
Entrance design provides an architectural opportunity



Native materials of stone and wood.



The building form of post and beam is appropriate in a forested environment.



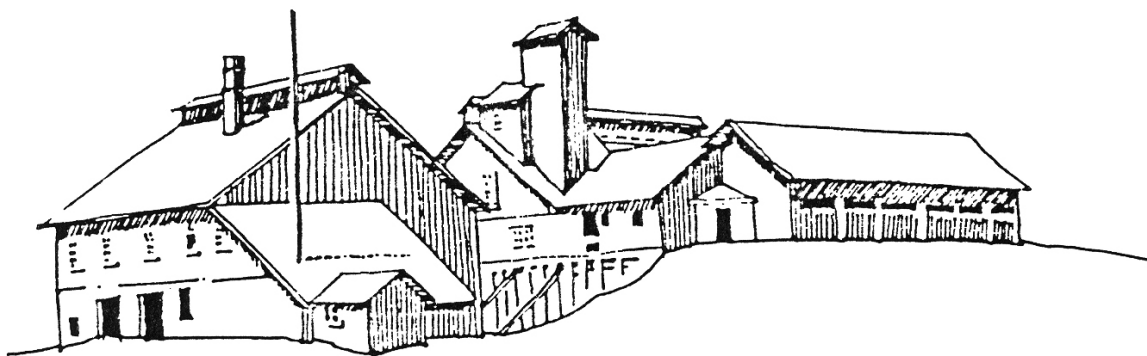
Native stone fireplace at Ski Tip.

Architecture in the Snake River Basin should promote a sense of place and reflect the history and indigenous materials of the region

Figure – Tall Buildings

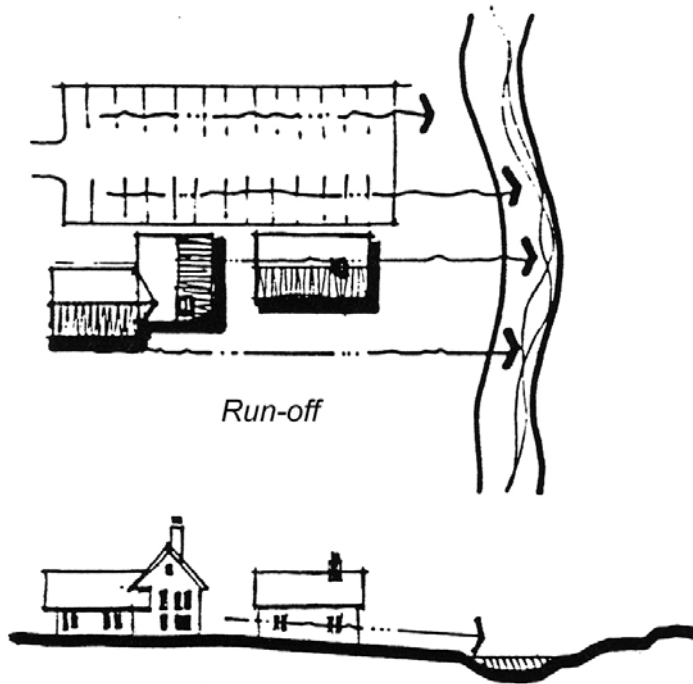


The Banff Springs Hotel is an example of tall focal architecture that is appropriate in a mountain resort environment

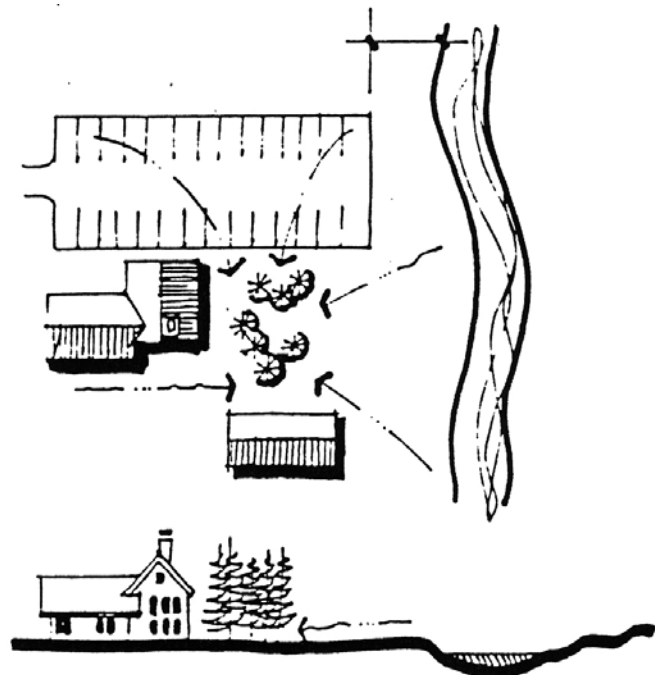


Historic mining buildings provide a precedent for the design of large intensity structures by combining a variety of simple forms and steep roof planes that step up to a tall central structure.

Figure – Landscape Buffers

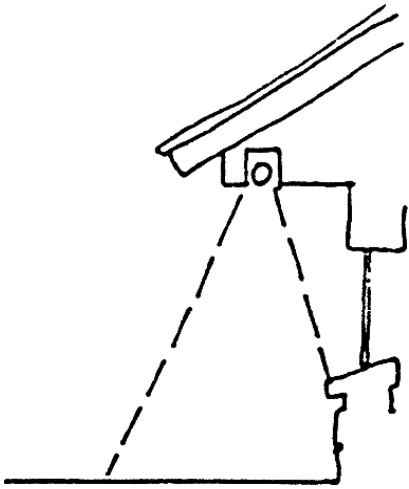


Avoid locating parking immediately adjacent to buildings and large expanses of impervious surfaces.



Provide buffers to screen buildings from parking and provide impervious areas to collect surface water runoff.

Figure – Lighting



Light Sources should be hidden to create a picturesque nighttime landscape and to avoid glare.

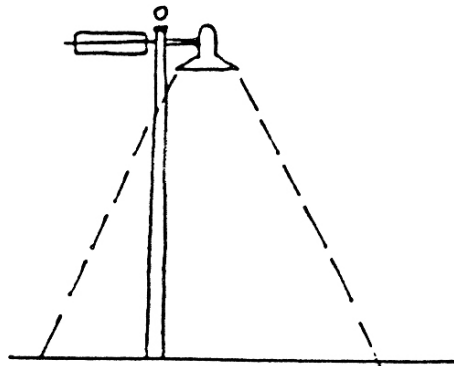
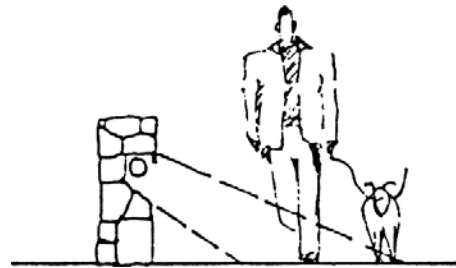
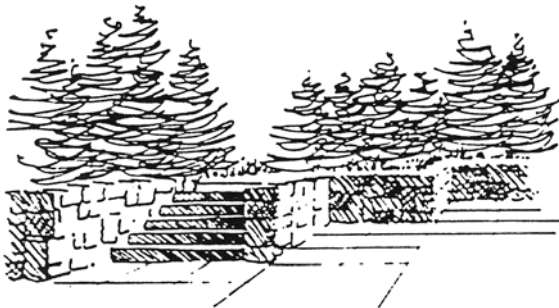


Figure – Resort and Town Centers



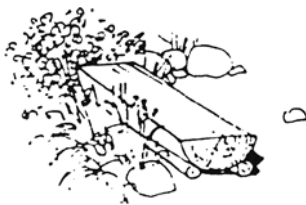
Resort and town centers are to be festive places that attract people, activities and are the commercial and cultural core of the basin.



Retaining walls and native materials.



Water



Seating



Sculptures and fountains.